

5-1: Inequalities and Compound Sentences

1. What is an inequality?
2. What is a compound sentence?
3. What is an intersection?
4. What is a union?
5. What is the addition property of inequality?
6. What are the multiplication properties of inequality?
7. What will the boundary points look like for the different types of inequalities?

5-2: Solving Systems Using Graphs and Tables

1. What is the solution set for a system?
2. What are the three different ways we can write the solution to a system?
3. Why is graphing not the best method for solving systems?
4. Why are tables not the best method for solving systems?

5-3: Solving Systems by Substitution

1. In order to use substitution, what should be isolated in one of our equations?
2. What does it mean to have a consistent system?
3. What does it mean to have an inconsistent system?
4. What does it mean when we get something like $2=4$ when we're trying to solve a system? Explain why your answer is correct.
5. What does it mean when we get something like $2=2$? Explain.

5-4: Solving Systems by Linear Combinations

1. When we're using linear combinations, what form will our equations be in?
2. What is the first step for solving by linear combinations?
3. Know the Linear Combination Method for 2×2 and 3×3 systems.

5-7: Graphing Inequalities in the Coordinate Plane

1. In order to graph a linear inequality, what do we graph first?
2. What is a half-plane?
3. What is a boundary line?
4. What are the different ways to figure out where we need to shade a linear inequality?
5. What are lattice points?

5-8: Systems of Linear Inequalities

1. What is a feasible set or feasible region?
2. How do we find the feasible set?
3. What is a vertex in a system of linear inequalities?
4. How do you find the vertex in a system of linear inequalities?

5-9: Linear Programming I

1. What ideas are combined for use with Linear Programming?
2. How are the vertices important in Linear Programming?
3. What are linear-programming problems?
4. What is the linear-programming theorem?

5-10: Linear Programming II

1. How many steps are there to solve linear-programming problems by scratch?
2. What are these steps?

*****Check the Chapter 5 wiki page for Wiki Summary assignments!!!*****

Chapter 5 Projects (p. 336-7, projects numbered 1, 3, or 4) are due the day *after* the Chapter 5 Test Part II. You may work with one partner, and you should begin working on it sooner rather than later. We will use the same rubric as the other chapters.